The Address Book

Purpose of Software:

To build a program to have the characteristics of an address book.

Requirements:

L0 Goals

* Implement basic interaction with graphic user interface (GUI). E.g., send data from the GUI to the back end and store it then recall data from back end and display it.
* Add an addresses to the address book
* Retrieve/view an address

L1 Goals

* Simple address book version including
* Store standard postal address and one phone number
  + Sort addresses by name or zip
  + Edit, save, and recall addresses
* GUI for entering accessing address book operations

L2 Goals

* Import/export standard-format (customer-supplied) files of addresses
* Support for one or more of the Advanced Features.

Software Layout:



Design Decisions:

Editing and Adding one entry should be intuitive. Provide buttons on the initial main page to provide the ability to open another screen. The fields designation should an easy process. The field will also give the user a chance to cancel out if the user decides. This is present in the add and edit function.

Searching for entries can either be sorted from the main menu by selecting the appropriate field to sorted by. The user can also elect to use a button (planned) to implement a search of the database with the same fields presented as edit and add functions can be implemented is an easy part.

GUI:  
Purpose:

Provide user interface with a familiar interface to apple users address book. This would include the name, phone number and address available to be view from main window.

Relationships:

All calls, edits and adds should be implemented from the main window by user requested buttons.